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1 ViSWeb—the Visual Semantic Web: unifying human and machine knowledge representations with Object-Process Methodology
Dov Dori
May 2004 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 13 Issue 2
Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, index terms

The Visual Semantic Web (ViSWeb) is a new paradigm for enhancing the current Semantic Web technology. Based on Object-Process Methodology (OPM), which enables modeling of systems in a single graphic and textual model, ViSWeb provides for representation of knowledge over the Web in a unified way that caters to human perceptions while also being machine processable. The advantages of the ViSWeb approach include equivalent graphic-text knowledge representation, visual navigability, semantic sentenc ...

Keywords: Conceptual graphs, Knowledge representation, Object-Process Methodology, Semantic Web, Visual Semantic Web

2 Technical papers: software process: Deriving executable process descriptions from UML
Elisabetta Di Nitto, Luigi Lavazza, Marco Schiavoni, Emma Tracanella, Michele Trombetta
May 2002 **Proceedings of the 24th International Conference on Software Engineering**
Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, index terms

In the recent past, a relevant effort has been devoted to the definition of process modeling languages (PMLs). The resulting languages and environments -although technically successful-did not receive much attention from industry. On the contrary, researchers and practitioners have recently started experimenting with the usage of UML as a PML. Being so popular and widely used, UML has an important competitive advantage compared to any specialized PML. However, it has also a main limitation. Whil ...

3 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

4 Formal hardware specification languages for protocol compliance verification

Annette Bunker, Ganesh Gopalakrishnan, Sally A. Mckee

January 2004 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 9 Issue 1

Full text available: pdf(217.90 KB) Additional Information: full citation, abstract, references, index terms

The advent of the system-on-chip and intellectual property hardware design paradigms makes protocol compliance verification increasingly important to the success of a project. One of the central tools in any verification project is the modeling language, and we survey the field of candidate languages for protocol compliance verification, limiting our discussion to languages originally intended for hardware and software design and verification activities. We frame our comparison by first construc ...

Keywords: Esterel, Heterogeneous Hardware Logic, Hierarchical Annotated Action Diagrams, Java, Lava, Live Sequence Charts, Message Sequence Charts, Objective VHDL, OpenVera, Property Specification Language, SpecC, Specification and Description Language, Statecharts, SystemC, SystemVerilog, The Unified Modeling Language, e, hardware monitors, timing diagrams

5 A method for the early stages of interactive system design using UML and Lean Cuisine+

Chris Scogings, Chris Phillips

January 2001 **Australian Computer Science Communications , Proceedings of the 2nd Australasian conference on User interface**, Volume 23 Issue 5

Full text available: pdf(730.37 KB) Publisher Site Additional Information: full citation, abstract, references, citings

In interactive system design, models and notations are required for describing user tasks, and for describing the structure of the human-computer dialogue to support these tasks. These descriptions should ideally be linked. This paper examines task modelling in UML and dialogue description in Lean Cuisine+, and describes a method for the early stages of interactive systems design which incorporates both notations. This provides a means of representing tasks in the context of the structure of the ...

Keywords: UML, dialogue modelling, interactive systems design, task modelling

6 A code generation framework for Java component-based designs

Jeff Tsay, Christopher Hylands, Edward Lee

November 2000 **Proceedings of the 2000 international conference on Compilers, architectures, and synthesis for embedded systems**

Full text available: pdf(264.48 KB) Additional Information: full citation

Keywords: Java, autocoding, compilers, embedded software, generators

7 The architecture of a UML virtual machine

Dirk Riehle, Steven Fraleigh, Dirk Bucka-Lassen, Nosa Omorogbe

October 2001 **ACM SIGPLAN Notices , Proceedings of the 16th ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications**, Volume 36 Issue 11

Full text available: pdf(180.24 KB) Additional Information: full citation, abstract, references, citings, index terms

Current software development tools let developers model a software system and generate program code from the models to run the system. However, generating code and installing a non-trivial system induces a time delay between changing the model and executing it that makes rapid model prototyping awkard if not impossible. This paper presents the architecture of a virtual machine for UML that interprets UML models without any intermediate code-generation step. The paper shows how to embed UML in a ...

8 Integrating and customizing heterogeneous e-commerce applications

Anat Eyal, Tova Milo

August 2001 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 10 Issue 1

Full text available: pdf(286.63 KB) Additional Information: full citation, abstract, index terms

A broad spectrum of electronic commerce applications is currently available on the Web, providing services in almost any area one can think of. As the number and variety of such applications grow, more business opportunities emerge for providing new services based on the integration and customization of existing applications. (Web shopping malls and support for comparative shopping are just a couple of examples.) Unfortunately, the diversity of applications in each specific domain and the dispar ...

Keywords: Application integration, Data integration, Electronic commerce

9 All things UML: Nice class diagrams admit good design?

Holger Eichelberger

June 2003 **Proceedings of the 2003 ACM symposium on Software visualization**

Full text available: pdf(413.61 KB) Additional Information: full citation, abstract, references, index terms

Analysis and design of programs by using tools has emerged to a standard technique in object-oriented software engineering. Many of these tools claim to implement methods according to the UML standard and some of the tools provide automatic layout of the diagrams drawn by the user or generated automatically from source code. In this paper we propose a set of aesthetic criteria for UML class diagrams and discuss the relation between these criteria, HCI and design aspects of object-oriented softwa ...

Keywords: HCI, UML class diagrams, aesthetics, metrics, software engineering

10 A knowledge-based method for inferring semantic concepts from visual models of system behavior

Kevin L. Mills, Hassan Gomaa

July 2000 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 9 Issue 3

Full text available: pdf(1.26 MB) Additional Information: full citation, abstract, references, citings, index terms

Software designers use visual models, such as data flow/control flow diagrams or object collaboration diagrams, to express system behavior in a form that can be understood easily by users and by pogrammers, and from which designers can generate a software architecture. The research described in this paper is motivated by a desire to provide an automated designer's assistant that can generate software architectures for concurrent systems directly from behavioral models expressed visually as ...

Keywords: concept classification systems, concurrent systems, knowledge-based software engineering, semantic data modeling, software design methods, visual modeling

11 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

October 1998 **ACM SIGCUE Outlook**, Volume 26 Issue 4

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

12 Automatically connecting documentation to code with rose

Robert Pierce, Scott Tilley

October 2002 **Proceedings of the 20th annual international conference on Computer documentation**

Full text available: pdf(256.32 KB) Additional Information: full citation, abstract, references, citings, index terms

One of the most common problems with program documentation is keeping it synchronized with the source code it purports to explain. One solution to this problem is to automate the documentation process using reverse engineering technology. Reverse engineering is an emerging branch of software engineering that focuses on recreating high-level information (such as program documentation) from low-level artifacts (such as source code). This paper describes an automated approach to maintaining the con ...

Keywords: application programming interface (API), automation, documentation, single sourcing, software engineering

13 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **Working Group reports of the 3rd annual SIGCSE/SIGCUE ITiCSE conference on Integrating technology into computer science education**

Full text available: pdf(107.98 KB) Additional Information: full citation, references, citings, index terms

14 Detecting defects in object-oriented designs: using reading techniques to increase software quality

Guilherme Travassos, Forrest Shull, Michael Fredericks, Victor R. Basili

October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

Inspections can be used to identify defects in software artifacts. In this way, inspection methods help to improve software quality, especially when used early in software development. Inspections of software design may be especially crucial since design defects (problems of correctness and completeness with respect to the requirements, internal consistency, or other quality attributes) can directly affect the quality of, and effort required for, the implementation.We have create ...

Keywords: object oriented software quality, object testing and metrics, software engineering practices, software inspection

15 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **ACM SIGCSE Bulletin**, Volume 30 Issue 4

Full text available: pdf(2.29 MB) Additional Information: full citation, abstract, citings, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

16 Automated abstraction of class diagrams

Alexander Egyed

October 2002 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 11 Issue 4

Full text available: pdf(1.76 MB) Additional Information: full citation, abstract, references, index terms

Designers can easily become overwhelmed with details when dealing with large class diagrams. This article presents an approach for automated abstraction that allows designers to "zoom out" on class diagrams to investigate and reason about their bigger picture. The approach is based on a large number of abstraction rules

that individually are not very powerful, but when used together, can abstract complex class structures quickly. This article presents those abstraction rules and an algorithm for ...

Keywords: Class abstraction, class diagrams, class patterns, reverse engineering, transformation, unified modeling language

17 Generating statechart designs from scenarios

Jon Whittle, Johann Schumann

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available: pdf(310.87 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents an algorithm for automatically generating UML statecharts from a collection of UML sequence diagrams. Computer support for this transition between requirements and design is important for a successful application of UML's highly iterative, distributed software development process. There are three main issues which must be addressed when generating statecharts from sequence diagrams. Firstly, conflicts arising from the merging of independently developed sequence diagrams ...

Keywords: UML, automated software engineering, scenarios

18 Automated knowledge acquisition for instructional text generation

Cécile Paris, Keith Vander Linden, Shijian Lu

October 2002 **Proceedings of the 20th annual international conference on Computer documentation**

Full text available: pdf(507.76 KB) Additional Information: full citation, abstract, references, citings, index terms

Language generation systems have often been advocated for use in the generation of user documentation, but in practice, it is hard to use them because of the amount of knowledge they require as input. Without a readily available source of input, the knowledge acquisition bottleneck will prevent generation technology from ever being used. Unfortunately, knowledge acquisition for any domain-varying language generation application is difficult because there is seldom any single knowledge source or ...

Keywords: instructional text, knowledge acquisition, language generation

19 Recovery guarantees for Internet applications

Roger Barga, David Lomet, German Shegalov, Gerhard Weikum

August 2004 **ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 3

Full text available: pdf(997.52 KB) Additional Information: full citation, abstract, references, index terms

Internet-based e-services require application developers to deal explicitly with failures of the underlying software components, for example web servers, servlets, browser sessions, and so forth. This complicates application programming, and may expose failures to end users. This paper presents a framework for an application-independent infrastructure that provides recovery guarantees and masks almost all system failures, thus relieving the application programmer from having to deal with these f ...

Keywords: Exactly-once execution, application recovery, communication protocols, interaction contracts

20 Using UML for software process modeling

Dirk Jäger, Ansgar Schleicher, Bernhard Westfechtel

October 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European software engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 24 Issue 6

Full text available: pdf(1.44 MB) Additional Information: full citation, references, citings, index terms

Keywords: software engineering tools and environments, software process models

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21 A survey of structured and object-oriented software specification methods and techniques

Roel Wieringa

December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4

Full text available: pdf(605.26 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This article surveys techniques used in structured and object-oriented software specification methods. The techniques are classified as techniques for the specification of external interaction and internal decomposition. The external specification techniques are further subdivided into techniques for the specification of functions, behavior, and communication. After surveying the techniques, we summarize the way they are used in structured and object-oriented methods and indicate ways in w ...

Keywords: languages

22 Attribute grammar paradigms—a high-level methodology in language implementation

Jukka Paakki

June 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 2

Full text available: pdf(5.15 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Attribute grammars are a formalism for specifying programming languages. They have been applied to a great number of systems automatically producing language implementations from their specifications. The systems and their specification languages can be evaluated and classified according to their level of application support, linguistic characteristics, and degree of automation.A survey of attribute grammar-based specification languages is given. The modern advanced specification ...

Keywords: attribute grammars, blocks, classes, compiler writing systems, functional dependencies, incomplete data, incrementality, inheritance, language processing, language processor generators, lazy evaluation, logical variables, objects, parallelism, processes, programming paradigms, semantic functions,

symbol tables, unification

23 Automatic metadata creation: Automated semantic annotation and retrieval based on sharable ontology and case-based learning techniques

Von-Wun Soo, Chen-Yu Lee, Chung-Cheng Li, Shu Lei Chen, Ching-chih Chen

May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries**

Full text available: pdf(910.69 KB) Additional Information: full citation, abstract, references, citings, index terms

Effective information retrieval (IR) using domain knowledge and semantics is one of the major challenges in IR. In this paper we propose a framework that can facilitate image retrieval based on a sharable domain ontology and thesaurus. In particular, case-based learning (CBL) using a natural language phrase parser is proposed to convert a natural language query into resource description framework (RDF) format, a semantic-web standard of metadata description that supports machine readable semanti ...

24 WREN---an environment for component-based development

Chris Lüer, David S. Rosenblum

September 2001 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 26 Issue 5

Full text available: pdf(590.37 KB) Additional Information: full citation, abstract, references, citings, index terms

Prior research in software environments focused on three important problems---tool integration, artifact management, and process guidance. The context for that research, and hence the orientation of the resulting environments, was a traditional model of development in which an application is developed completely from scratch by a single organization. A notable characteristic of component-based development is its emphasis on integrating independently developed components produced by multiple orga ...

Keywords: Java, Java Beans, component-based software engineering, software components, software environments

25 ViSWeb—the Visual Semantic Web: unifying human and machine knowledge representations with Object-Process Methodology

Dov Dori

May 2004 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 13 Issue 2

Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, index terms

The Visual Semantic Web (ViSWeb) is a new paradigm for enhancing the current Semantic Web technology. Based on Object-Process Methodology (OPM), which enables modeling of systems in a single graphic and textual model, ViSWeb provides for representation of knowledge over the Web in a unified way that caters to human perceptions while also being machine processable. The advantages of the ViSWeb approach include equivalent graphic-text knowledge representation, visual navigability, semantic sentenc ...

Keywords: Conceptual graphs, Knowledge representation, Object-Process Methodology, Semantic Web, Visual Semantic Web

26 UML extensions for the specification and evaluation of latency constraints in architectural models

Miguel de Miguel, Thomas Lambolais, Mehdi Hannouz, Stéphane Betgé-Brezetz, Sophie Piekarec

September 2000 **Proceedings of the second international workshop on Software and performance**

Full text available: pdf(63.67 KB) Additional Information: full citation, references, citings, index terms

Keywords: UML extension techniques, performance constraints evaluation, real-time object-oriented systems, temporal requirements

27 Recovering binary class relationships: putting icing on the UML cake

Yann-Gaël Guéhéneuc, Hervé Albin-Amiot

October 2004 **ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLAN Conference on Object-oriented programming, systems, languages, and applications**, Volume 39 Issue 10

Full text available: pdf(239.69 KB) Additional Information: full citation, abstract, references, index terms

A discontinuity exists between object-oriented modeling and programming languages. This discontinuity arises from ambiguous concepts in modeling languages and a lack of corresponding concepts in programming languages. It is particularly acute for binary class relationships---association, aggregation, and composition. It hinders the traceability between software implementation and design, thus hampering software analysis. We propose consensual definitions of the binary class relationships with ...

Keywords: UML, binary class relationships, consensual definitions, design-implementation discontinuity, detection algorithms, formalisations, java, minimal properties

28 xlinkit: a consistency checking and smart link generation service

Christian Nentwich, Licia Capra, Wolfgang Emmerich, Anthony Finkelstein

May 2002 **ACM Transactions on Internet Technology (TOIT)**, Volume 2 Issue 2

Full text available: pdf(463.26 KB) Additional Information: full citation, abstract, references, citings, index terms

xlinkit is a lightweight application service that provides rule-based link generation and checks the consistency of distributed Web content. It leverages standard Internet technologies, notably XML, XPath, and XLink. xlinkit can be used as part of a consistency management scheme or in applications that require smart link generation, including portal construction and management of large document repositories. In this article we show how consistency constraints can be expressed and checked. We des ...

Keywords: Consistency management, XML, automatic link generation, constraint checking

29 Towards an understanding of model executability

Erwan Breton, Jean Bézivin

October 2001 **Proceedings of the international conference on Formal Ontology in Information Systems - Volume 2001**

Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, index terms

Processes are a major concern of information system. They need thus to be defined as precisely as any other artefact of the system. Meta-modeling techniques have proved their relevance for addressing such issues. However, a process meta-model may not be restricted to the definition of a set of concepts, relations and assertions. As the purpose of a process is to be executed, the underlying execution rules have also to be made explicit. In this paper we attempt to identify the main charac ...

Keywords: MOF, action semantics, meta-models, model execution, models, process meta-models

30 Modelling: Design pattern modelling and instantiation using DPML

David Mapelsden, John Hosking, John Grundy

February 2002 **Proceedings of the Fortieth International Confernece on Tools Pacific: Objects for internet, mobile and embedded applications - Volume 10**

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe the Design Pattern Modelling Language, a notation supporting the specification of design pattern solutions and their instantiation into UML design models. DPML provides a set of modelling constructs allowing design pattern solutions to be modelled and reused. A corresponding notation links design pattern solution elements to UML model elements, verifying fulfilment of the design pattern in the UML model. A prototype tool is described, together with an evaluation of the language and t ...

Keywords: design patterns, pattern instantiation, tool support, visual languages

31 Generating wrappers for command line programs: the Cal-Aggie Wrap-O-Matic project

Eric Wohlstadter, Stoney Jackson, Premkumar Devanbu

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Full text available: pdf(138.41 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Software developers writing new software have strong incentives to make their products compliant to standards such as CORBA, COM, *and Java Beans. Standards-compliance facilitates inter-operability, component-based software assembly, and software reuse, thus leading to improved quality and productivity. Legacy software, on the other hand, is usually monolithic, and hard to maintain and adapt. Many organizations, saddled with entrenched legacy software, are confronted with the need to ...*

32 Increasing the flexibility of modelling tools via constraint-based specification
Philip Gray, Ray Welland
November 1999 **Proceedings of the 1999 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: pdf(87.96 KB) Additional Information: full citation, abstract, references, index terms

Most commercial modelling tools provide support for customising surface features (i.e., visual and, to some extent, interactive behaviour) of a model. Although useful and simple to use, such customisation is typically very limited; for example, one cannot change the basic representation of model components. Meta-CASE tools offer the potential for much greater customisation, but at a high cost, viz., the tool must be respecified and rebuilt. We propose an approach, constraint-based specification, ...

33 N degrees of separation: multi-dimensional separation of concerns
Peri Tarr, Harold Ossher, William Harrison, Stanley M. Sutton
May 1999 **Proceedings of the 21st international conference on Software engineering**
Full text available: pdf(1.64 MB) Additional Information: full citation, references, citings, index terms

Keywords: hypermodules, hyperslices, multi-dimensional separation of concerns, software decomposition and composition

34 The Modelling of Embedded Systems Using HASoC
M. Edwards, P. Green
March 2002 **Proceedings of the conference on Design, automation and test in Europe**
Full text available: pdf(195.94 KB) Publisher Site Additional Information: full citation, abstract

We present a design method (HASoC) for the lifecyclemodelling of embedded systems that are targetedprimarily, but not necessarily, at SoC implementations.The object-oriented development technique is based onour experiences of using an existing modelling technique(MOOSE) and supports a lifecycle that explicitlyseparates the behaviour of a system from its hardwareand software implementation technologies. The designprocess, which uses a UML-RT-based notation, beginswith the incremental development ...

35 Adaptations to OCL for ensuring quality of geographic data (poster session)
Miro Casanova, Thomas Wallet, Maja D'Hondt
January 2000 **Addendum to the 2000 proceedings of the conference on Object-oriented programming, systems, languages, and applications (Addendum)**
Full text available: pdf(61.57 KB) Additional Information: full citation, references, index terms

36 Aspect-oriented programming: Supporting aggregation in fine grained software configuration management
Mark C. Chu-Carroll, James Wright, David Shields
November 2002 **Proceedings of the 10th ACM SIGSOFT symposium on Foundations of software engineering**

Full text available: pdf(207.31 KB) Additional Information: full citation, abstract, references, citings, index terms

Fine-grained software configuration management offers substantial benefits for large-scale collaborative software development, enabling a variety of interesting and useful features including complexity management, support for aspect-oriented software development, and support for communication and coordination within software engineering teams, as described in [4]. However, fine granularity by itself is not sufficient to achieve these benefits. Most of the benefits of fine granularity result from ...

Keywords: aggregation, dynamic program organization, fine grained storage

37 Posters: A translation approach to component specification

Fei Cao, Barrett R. Bryant, Wei Zhao, Carol C. Burt, Rajeev R. Raje, Mikhail Auguston, Andrew M. Olson

November 2002 **Companion of the 17th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

Full text available: pdf(181.82 KB) Additional Information: full citation, abstract, references

UniFrame is a framework for seamlessly assembling heterogeneous distributed components. It is based on the Unified Meta-component Model (UMM). UniFrame uses two-level grammar (TLG) for formally specifying components and translation into other component representations for component service export and assembly.

Keywords: UniFrame, XML/XMI, component specification, two-level grammar

38 Technical papers: consistency management and quality assurance: Consistency management with repair actions

Christian Nentwich, Wolfgang Emmerich, Anthony Finkelstein

May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Full text available: pdf(1.28 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Comprehensive consistency management requires a strong mechanism for repair once inconsistencies have been detected. In this paper we present a repair framework for inconsistent distributed documents. The core piece of the framework is a new method for generating interactive repairs from full first order logic formulae that constrain these documents. We present a full implementation of the components in our repair framework, as well as their application to the UML and related heterogeneous docum ...

39 Object-oriented modeling: a roadmap

Gregor Engels, Luuk Groenewegen

May 2000 **Proceedings of the Conference on The Future of Software Engineering**

Full text available: pdf(1.43 MB) Additional Information: full citation, references, citings, index terms

Keywords: UML, development process, frameworks, object-oriented modeling, patterns, profile, views

40 Conceptual modeling through linguistic analysis using LIDA



Scott P. Overmyer, Benoit Lavoie, Owen Rambow

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Full text available: pdf(308.20 KB) Publisher Site

Additional Information: full citation, abstract, references, citings, index terms

Despite the advantages that object technology can provide to the software development community and its customers, the fundamental problems associated with identifying objects, their attributes, and methods remain: it is a largely manual process driven by heuristics that analysts acquire through experience. While a number of methods exist for requirements development and specification, very few tools exist to assist analysts in making the transition from textual descriptions to other notat ...

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1 How to identify binary relations for domain models

Hermann Kaindl

May 1996 **Proceedings of the 18th international conference on Software engineering**

Full text available: pdf(1.05 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Many approaches to requirements engineering include building a model of the domain. Those using entity relationship modeling or deriving from it employ the concept of relations between entities, but identifying the relations is still more of an art than science or engineering. We deal with this problem primarily in the context of object oriented analysis (OOA), where relations between object classes are to be identified. Our new approach uses natural language definitions of object classes and lo ...

Keywords: ATM, OOA, abstract data types, automated teller machine, automatic teller machines, bank data processing, binary relations, domain models, entity relationship modeling, formal specification, natural language definitions, natural languages, object classes, object oriented analysis, object-oriented methods, real world experience, requirements engineering

2 Conceptual modeling through linguistic analysis using LIDA

Scott P. Overmyer, Benoit Lavoie, Owen Rambow

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Full text available: pdf(308.20 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Despite the advantages that object technology can provide to the software development community and its customers, the fundamental problems associated with identifying objects, their attributes, and methods remain: it is a largely manual process driven by heuristics that analysts acquire through experience. While a number of methods exist for requirements development and specification, very few tools exist to assist analysts in making the transition from textual descriptions to other notat ...

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1 ViSWeb—the Visual Semantic Web: unifying human and machine knowledge representations with Object-Process Methodology
Dov Dori
May 2004 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 13 Issue 2
Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, index terms

The Visual Semantic Web (ViSWeb) is a new paradigm for enhancing the current Semantic Web technology. Based on Object-Process Methodology (OPM), which enables modeling of systems in a single graphic and textual model, ViSWeb provides for representation of knowledge over the Web in a unified way that caters to human perceptions while also being machine processable. The advantages of the ViSWeb approach include equivalent graphic-text knowledge representation, visual navigability, semantic sentenc ...

Keywords: Conceptual graphs, Knowledge representation, Object-Process Methodology, Semantic Web, Visual Semantic Web

2 Diagramming information structures using 3D perceptual primitives
Pourang Irani, Colin Ware
March 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 1
Full text available: pdf(1.58 MB) Additional Information: full citation, abstract, references, citings, index terms

The class of diagrams known collectively as node-link diagrams are used extensively for many applications, including planning, communications networks, and computer software. The defining features of these diagrams are nodes, represented by a circle or rectangle connected by links usually represented by some form of line or arrow. We investigate the proposition that drawing three-dimensional shaded elements instead of using simple lines and outlines will result in diagrams that are easier to int ...

Keywords: 3D diagrams, information visualization

3 Technical papers: software process: Deriving executable process descriptions from UML

Elisabetta Di Nitto, Luigi Lavazza, Marco Schiavoni, Emma Tracanella, Michele Trombetta

May 2002 **Proceedings of the 24th International Conference on Software Engineering**

Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, index terms

In the recent past, a relevant effort has been devoted to the definition of process modeling languages (PMLs). The resulting languages and environments -although technically successful-did not receive much attention from industry. On the contrary, researchers and practitioners have recently started experimenting with the usage of UML as a PML. Being so popular and widely used, UML has an important competitive advantage compared to any specialized PML. However, it has also a main limitation. Whil ...

4 Managing the software design documents with XML

Junichi Suzuki, Yoshikazu Yamamoto

September 1998 **Proceedings of the 16th annual international conference on Computer documentation**

Full text available: pdf(1.09 MB) Additional Information: full citation, references, index terms

Keywords: CASE data interchange, UML, XML, software model interchange

5 Diagrams based on structural object perception

Pourang Irani, Colin Ware

May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, citings, index terms

Most diagrams, particularly those used in software engineering, are line drawings consisting of nodes drawn as rectangles or circles, and edges drawn as lines linking them. In the present paper we review some of the literature on human perception to develop guidelines for effective diagram drawing. Particular attention is paid to structural object recognition theory. According to this theory as objects are perceived they are decomposed into 3D set of primitives called geons, together with t ...

Keywords: 3D diagrams, diagramming, geon theory, information visualization, perception, visual display

6 A method for the early stages of interactive system design using UML and Lean Cuisine+

Chris Scogings, Chris Phillips

January 2001 **Australian Computer Science Communications , Proceedings of the 2nd Australasian conference on User interface**, Volume 23 Issue 5

Full text available: pdf(730.37 KB) Publisher Site Additional Information: full citation, abstract, references, citings

In interactive system design, models and notations are required for describing user tasks, and for describing the structure of the human-computer dialogue to support these tasks. These descriptions should ideally be linked. This paper examines task modelling in UML and dialogue description in Lean Cuisine+, and describes a method for the early stages of interactive systems design which incorporates both notations. This provides a means of representing tasks in the context of the structure of the ...

Keywords: UML, dialogue modelling, interactive systems design, task modelling

7 Graph drawing aesthetics and the comprehension of UML class diagrams: an empirical study

Helen C. Purchase, Matthew McGill, Linda Colpoys, David Carrington

December 2001 **Australian symposium on Information visualisation - Volume 9**

Full text available: pdf(966.91 KB) Additional Information: full citation, abstract, references, citings, index terms

Many existing automatic graph layout algorithms are unrelated to any particular semantic domain. Designers of such algorithms tend to conform to layout aesthetics, and claim that by doing so, the resultant diagram is easy to understand. Few algorithms are designed for a specific domain, and there is no guarantee that the aesthetics used for generic layout algorithms will be useful for the visualisation of domain-specific diagrams (for example, visual programs, or entity-relationship diagrams). T ...

Keywords: UML class diagrams, graph layout aesthetics, human performance

8 Software domain modeling and meta-modeling: Design of knowledge-based systems with the ontology-domain-system approach

Xin Wang, Christine W. Chan, Howard J. Hamilton

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering**

Full text available: pdf(187.77 KB) Additional Information: full citation, abstract, references

An ontology is a comprehensive knowledge model that enables a developer to practice a "higher" level of reuse, namely knowledge reuse. To achieve knowledge reuse instead of software reuse, we propose forging a closer mapping between the knowledge and software models in the development process. In this paper, we first present UML as an ontology modeling language and then describe the Ontology-Domain-System approach to deriving a system model from a UML-based ontology model.

9 Virtual extension: Object-oriented modeling with UML: a study of developers' perceptions

Ritu Agarwal, Atish P. Sinha

September 2003 **Communications of the ACM**, Volume 46 Issue 9

Full text available: pdf(386.17 KB) Additional Information: full citation, references, index terms

10 Automated knowledge acquisition for instructional text generation

Cécile Paris, Keith Vander Linden, Shijian Lu

October 2002 **Proceedings of the 20th annual international conference on Computer documentation**

Full text available: pdf(507.76 KB) Additional Information: full citation, abstract, references, citings, index terms

Language generation systems have often been advocated for use in the generation of user documentation, but in practice, it is hard to use them because of the amount of knowledge they require as input. Without a readily available source of input, the knowledge acquisition bottleneck will prevent generation technology from ever being used. Unfortunately, knowledge acquisition for any domain-varying language generation application is difficult because there is seldom any single knowledge source or ...

Keywords: instructional text, knowledge acquisition, language generation

11 Modeling the multi-sensory design space

Keith V. Nesbitt

December 2001 **Australian symposium on Information visualisation - Volume 9**

Full text available: pdf(949.73 KB) Additional Information: full citation, abstract, references, index terms

Research into the visualization of abstract data has resulted in a number of domain specific solutions as well as some more generic techniques for visualising information. Similarly, the field of sonification has explored the display of information to the human auditory sense. As haptic displays such as force-feedback devices become more readily available, the sense of touch is also being used to help understand information. While applications that use multi-sensory information 'displays' are be ...

12 A software reuse reference model approach in developing an automated educational system for patients health care management

Anil Khatri, David C. Rine

March 2001 **Proceedings of the 2001 ACM symposium on Applied computing**

Full text available: pdf(69.22 KB) Additional Information: full citation, references, index terms

Keywords: object-oriented development, patient education, reference model and medical informatics, software reuse

13 Using UML for software process modeling

Dirk Jäger, Ansgar Schleicher, Bernhard Westfechtel

October 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European software engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 24 Issue 6

Full text available: pdf(1.44 MB) Additional Information: full citation, references, citings, index terms

Keywords: software engineering tools and environments, software process models

14 Modelling: Design pattern modelling and instantiation using DPML

David Mapelsden, John Hosking, John Grundy

February 2002 **Proceedings of the Fortieth International Confernece on Tools Pacific: Objects for internet, mobile and embedded applications - Volume 10**

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe the Design Pattern Modelling Language, a notation supporting the specification of design pattern solutions and their instantiation into UML design models. DPML provides a set of modelling constructs allowing design pattern solutions to be modelled and reused. A corresponding notation links design pattern solution elements to UML model elements, verifying fulfilment of the design pattern in the UML model. A prototype tool is described, together with an evaluation of the language and t ...

Keywords: design patterns, pattern instantiation, tool support, visual languages

15 All things UML: Nice class diagrams admit good design?

Holger Eichelberger

June 2003 **Proceedings of the 2003 ACM symposium on Software visualization**

Full text available: pdf(413.61 KB) Additional Information: full citation, abstract, references, index terms

Analysis and design of programs by using tools has emerged to a standard technique in object-oriented software engineering. Many of these tools claim to implement methods according to the UML standard and some of the tools provide automatic layout of the diagrams drawn by the user or generated automatically from source code. In this paper we propose a set of aesthetic criteria for UML class diagrams and discuss the relation between these criteria, HCI and design aspects of object-oriented softwa ...

Keywords: HCI, UML class diagrams, aesthetics, metrics, software engineering

16 Software development: Using project-based learning to teach object oriented application development

Eugenia Fernandez, David M. Williamson

October 2003 **Proceeding of the 4th conference on Information technology curriculum**

Full text available: pdf(138.42 KB) Additional Information: full citation, abstract, references, index terms

Project-based learning is a student-centered approach to instruction in which students work in teams to complete an open-ended project. It is ideally suited to the teaching of analysis, design and implementation, especially when using object-oriented analysis and design methods. This paper describes the use of project-based learning in a two course sequence on systems analysis, design and implementation and discusses the lessons learned from our experiences teaching these courses over the past f ...

Keywords: application development, object-oriented design, project-based learning, systems analysis and design

17 Theme: An Approach for Aspect-Oriented Analysis and Design

May 2004 **Proceedings of the 26th International Conference on Software Engineering**

Full text available: pdf(220.81 KB) Publisher Site Additional Information: full citation, abstract

Aspects are behaviours that are tangled and scatteredacross a system. In requirements documentation, aspectsmanifest themselves as descriptions of behaviours that areintertwined, and woven throughout. Some aspects may beobvious, as specifications of typical crosscutting behaviour.Others may be more subtle, making them hard to identify. Ineither case, it is difficult to analyse requirements to locateall points in the system where aspects should be applied.These issues lead to problems achieving t ...

18 Detecting defects in object-oriented designs: using reading techniques to increase software quality

Guilherme Travassos, Forrest Shull, Michael Fredericks, Victor R. Basili

October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

Inspections can be used to identify defects in software artifacts. In this way, inspection methods help to improve software quality, especially when used early in software development. Inspections of software design may be especially crucial since design defects (problems of correctness and completeness with respect to the requirements, internal consistency, or other quality attributes) can directly affect the quality of, and effort required for, the implementation.We have create ...

Keywords: object oriented software quality, object testing and metrics, software engineering practices, software inspection

19 Technical papers: design recovery: Towards pattern-based design recovery

Jörg Niere, Wilhelm Schäfer, Jörg P. Wadsack, Lothar Wendehals, Jim Welsh

May 2002 **Proceedings of the 24th International Conference on Software Engineering**

Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings, index terms

A method and a corresponding tool is described which assist design recovery and program understanding by recognising instances of design patterns semi-automatically. The approach taken is specifically designed to overcome the existing scalability problems caused by many design and implementation variants of design pattern instances. Our approach is based on a new recognition algorithm which works incrementally rather than trying to analyse a possibly large software system in one pass without any ...

20 Adaptive hypermedia (1): Integrating user operations in multichannel hypermedia

Franca Garzotto, Vito Perrone

August 2003 **Proceedings of the fourteenth ACM conference on Hypertext and hypermedia**

Full text available: pdf(150.68 KB) Additional Information: full citation, abstract, references, index terms

Web Applications are progressively becoming *multi-channel* and *cross-channel*. The "same" service should be made available in different delivery environments and devices. A user may invoke a service on one device, suspend it, and complete its execution in another one. In this paper we provide the reader with the main concepts and innovative aspects of MC2 a design framework for specifying Multi/Cross Channel web application services. MC2 adopts an high-level, end user perspective and ...

Keywords: OCL, UML, conceptual modelling, context, multi-channel, services on the web, web operations

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